

# NUMERICAL METHODS-LECTURE VI: APPLYING NEWTON'S METHOD

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# MOTIVATION

- ▶ We've seen the theory behind Newton's Method
- ▶ How can we apply it to Value Function Iteration?
  - ▶ Solving systems of equations
  - ▶ Maximization!
  - ▶ Caveat: we'll linearly interpolate for now.

# MONOPOLISTIC COMPETITION-I

We might have a system of equations describing agent behavior. Given elasticity of substitution  $\sigma$ , Income  $I$ , marginal cost of production  $\phi$ , and fixed cost of entry  $\nu$ , a monopolistically competitive system's equilibrium is given by:

- ▶ Consumption aggregation

$$C = \left( \int_0^n c_i^{\frac{\sigma-1}{\sigma}} di \right)^{\frac{\sigma}{\sigma-1}} \quad (1)$$

- ▶ Idiosyncratic demand curves:

$$c_i = \frac{I p_i^{-\sigma}}{\int_0^n p_i^{1-\sigma} di} \quad (2)$$

- ▶ Aggregate price:

$$P = \int_0^n \left( p_i^{1-\sigma} di \right)^{\frac{1}{1-\sigma}} \quad (3)$$

- ▶ Profit definition:

$$\pi_i = p_i c_i - \phi c_i - \nu \quad (4)$$

- ▶ Zero profit (free entry):

$$\pi_i = 0 \quad (5)$$

- ▶ Optimal markup:

$$p_i = \frac{\sigma}{\sigma-1} \phi \quad (6)$$

## MONOPOLISTIC COMPETITION-II

- ▶ We won't bother simplifying, though we can in this case.
- ▶ We want to solve these six equations as a function of  $n, p_i, P, c_i, C, \pi_i$ , and we'll assume a symmetric equilibrium.
- ▶ To solve, we'll:
  - ▶ Step 1: Write all FOC's as a vectorized function of those six variables
  - ▶ Step 2: Write the Jacobian of the vector of FOC's as a function of those six variables
  - ▶ Step 3: Apply Newton's Method until we converge

# MONOPOLISTIC COMPETITION-III

For code, see `Lecture_6_NewtonsMethod_DixitStiglitz.m`

# ALTERNATIVE USE OF NEWTON'S METHOD: ESTIMATION

- ▶ Linear regression of the type:

$$y_i = X_i\beta + \epsilon_i$$

is easy. (Where  $y$  is an  $n \times 1$ ,  $X_i$  is an  $n \times j$ ,  $\beta$  is a  $j \times 1$ , and  $\epsilon_i$  is a  $n \times 1$  matrix).

- ▶  $\beta = (X'X)^{-1}X'Y$
- ▶ What if we had a slightly different problem? (Nonlinear least squares, for instance).
- ▶ Newton's method helps us find a minimum.

## SOME DATA

City	Crack Index	Crime Index
Baltimore	1.184	1405
Boston	3.129	835
Dallas	2.103	675
Detroit	2.057	2123
Indianapolis	0.858	1186
Philadelphia	4.087	1160

## SOME DATA

- ▶ Given  $\beta = \begin{bmatrix} 0 \\ 0 \end{bmatrix}$  we can calculate  $\epsilon_j$ :

$$\epsilon_j = \begin{bmatrix} 1.18 \\ 3.13 \\ 2.10 \\ 2.06 \\ 0.86 \\ 4.09 \end{bmatrix} - \begin{bmatrix} 1 & 1405 \\ 1 & 835 \\ 1 & 675 \\ 1 & 2123 \\ 1 & 1186 \\ 1 & 1160 \end{bmatrix} \begin{bmatrix} 0 \\ 0 \end{bmatrix}$$

- ▶ We can try to minimize  $\sum \epsilon_j^2$ .



## IN MATLAB

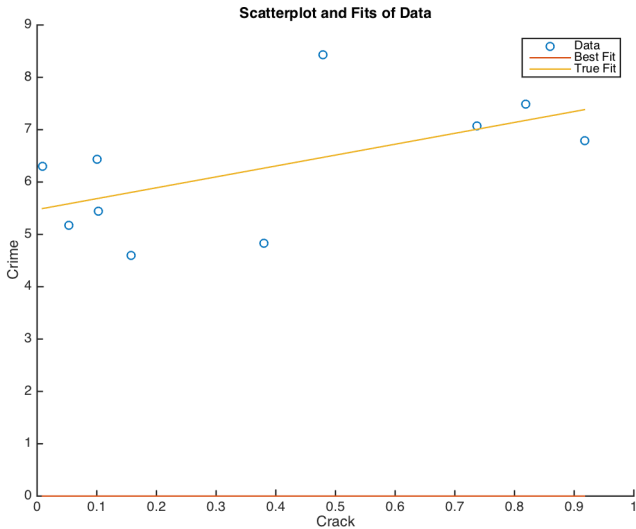
- ▶ I assume all the data is already in  $Y$  and  $X$  as it is listed.

```
f = (beta) sum((y-X'*beta).^2)
d1 = [d,0]
d2 = [0,d]
d3 = [d,d]
f_grad = (beta) [f([b(1)+d;b(2)]-f(b))/d ;
f([b(1);b(2)+d]-f(b))/d]
f_hess = (b) [(f(b+d1)-2.*f(b)+f(b-d))/d ,
f(b+d3)-f(b+d1-d2)-f(b-d1+d2)+f(b-d3) ;
f(b+d3)-f(b+d1-d2)-f(b-d1+d2)+f(b-d3) ;
f(b+d2)-2*f(b)-f(b-d2)]/d^2
```

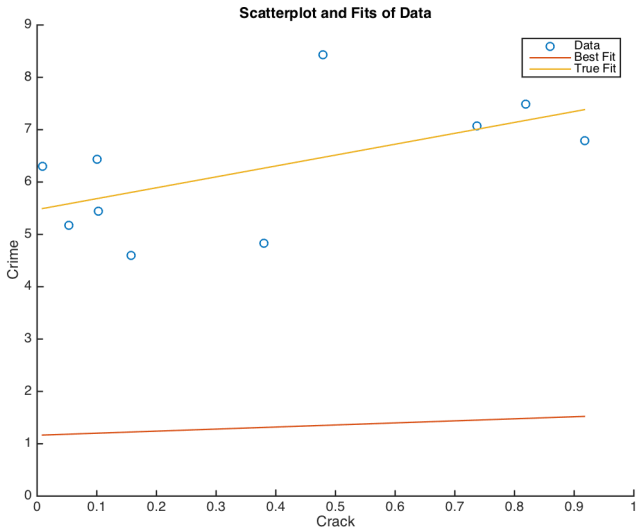
## IN MATLAB

For code, see `Lecture_6_NewtonsMethod_LinReg.m`

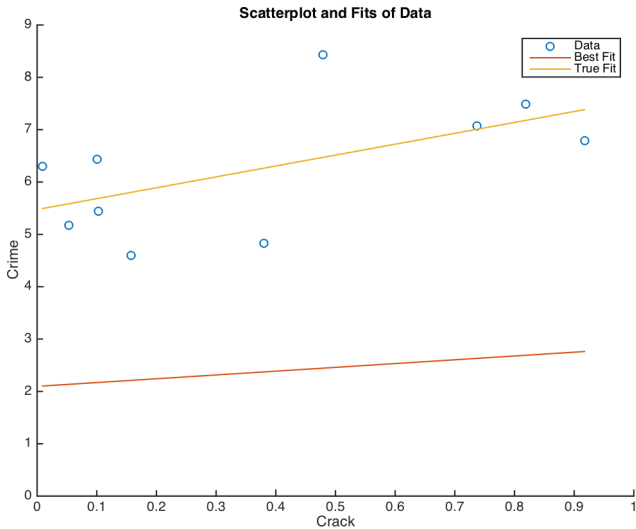
# INITIAL CONDITIONS



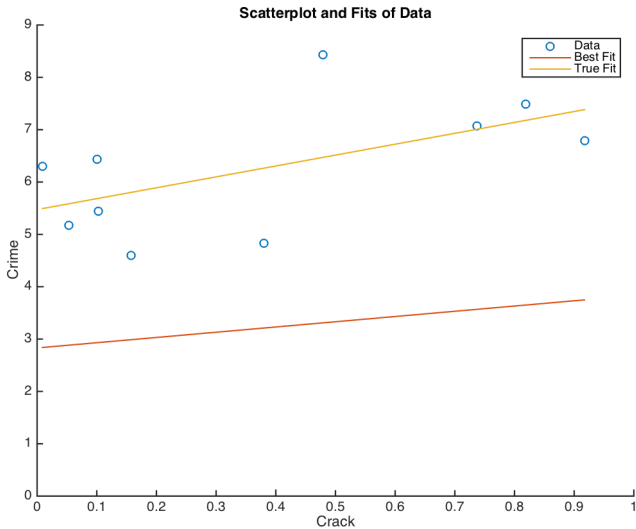
# STEP 1



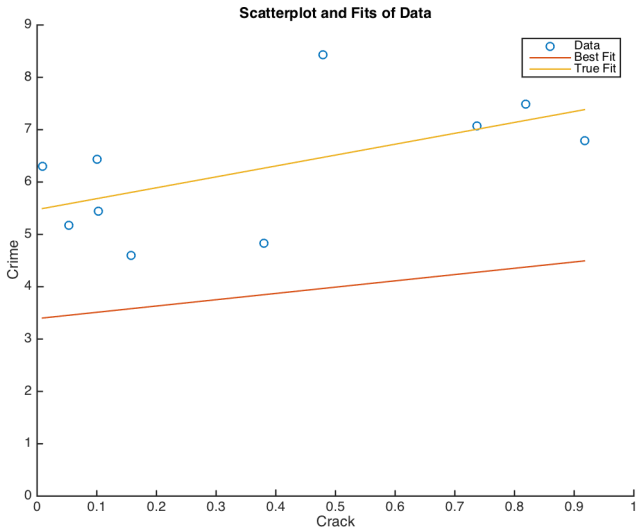
## ...NEXT STEP



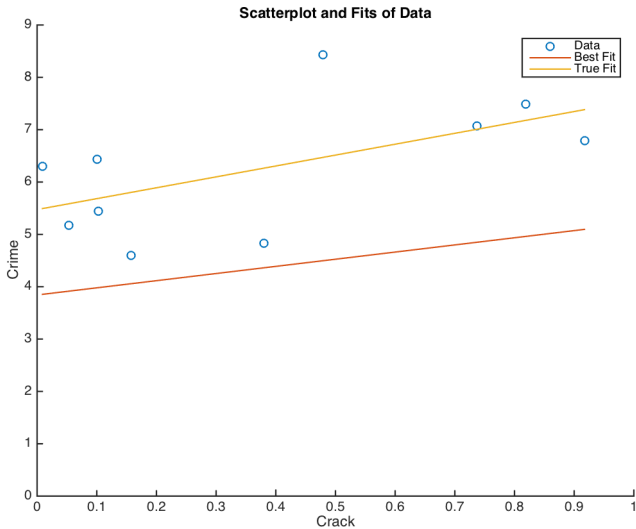
## ...NEXT STEP



## ...NEXT STEP

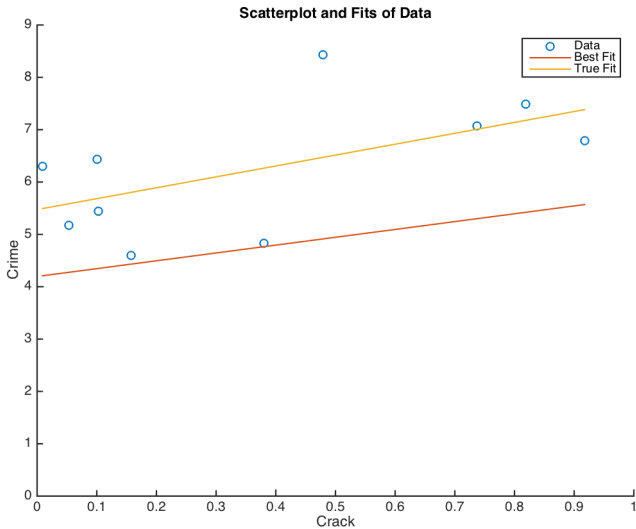


## ...NEXT STEP

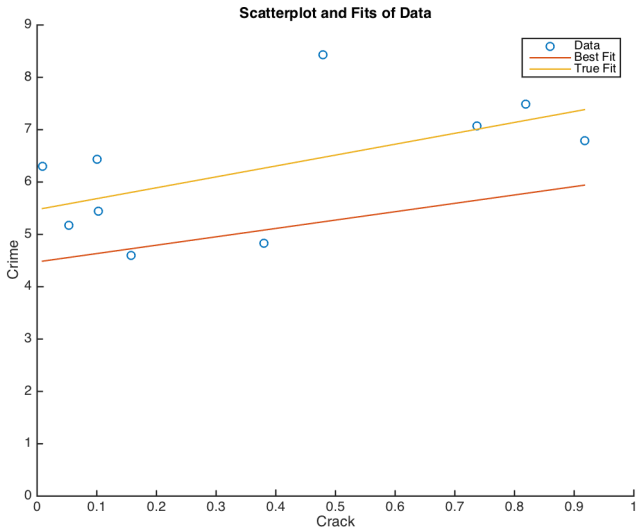




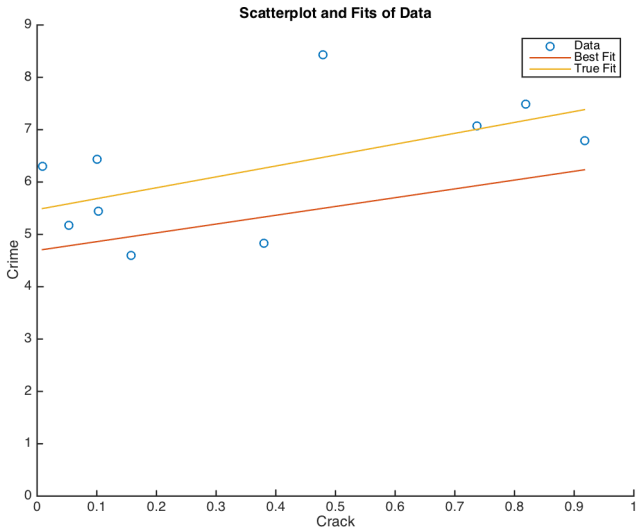
## ...NEXT STEP



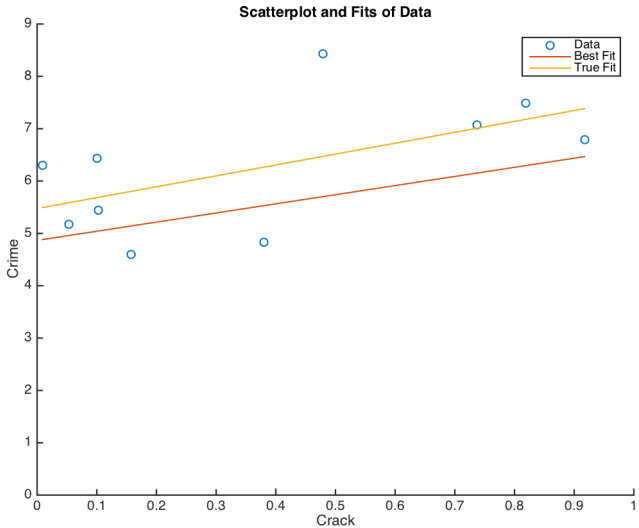
## ...NEXT STEP



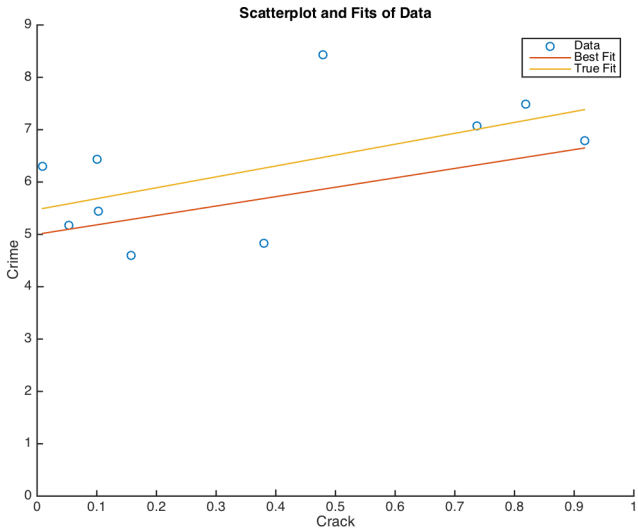
## ...NEXT STEP



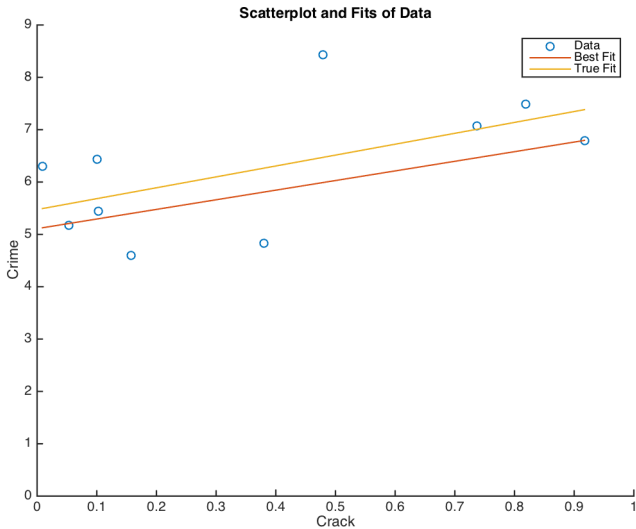
# ...NEXT STEP



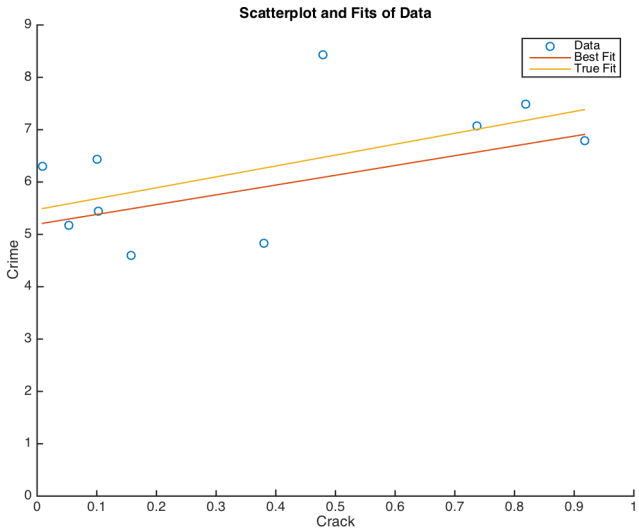
## ...NEXT STEP



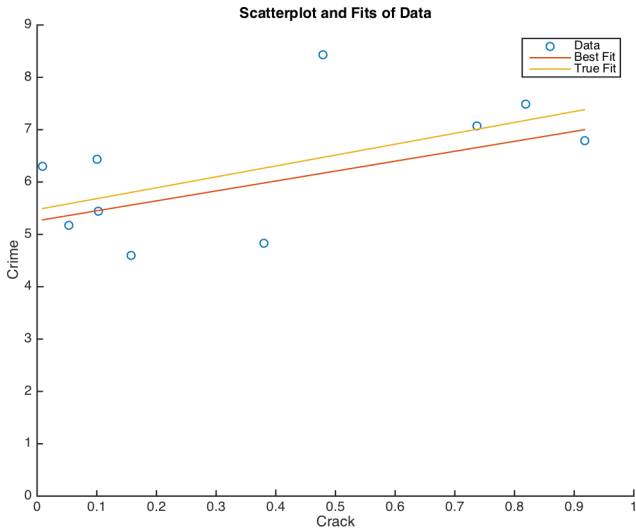
## ...NEXT STEP



## ...NEXT STEP

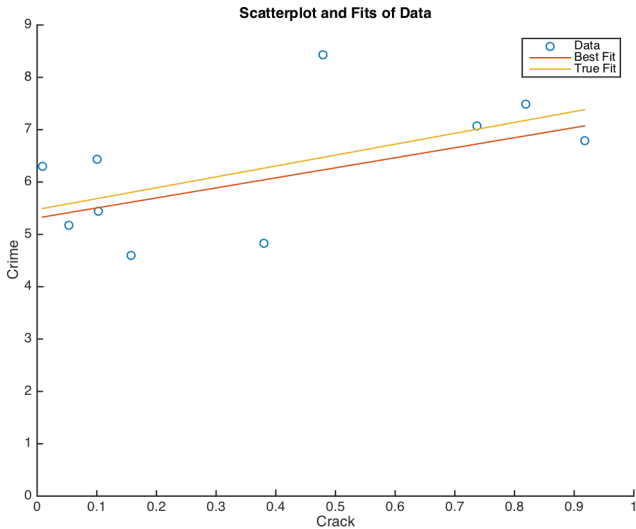


# ...NEXT STEP

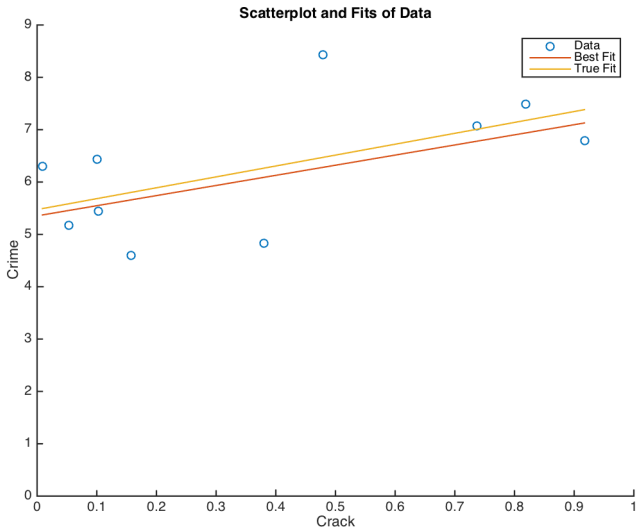




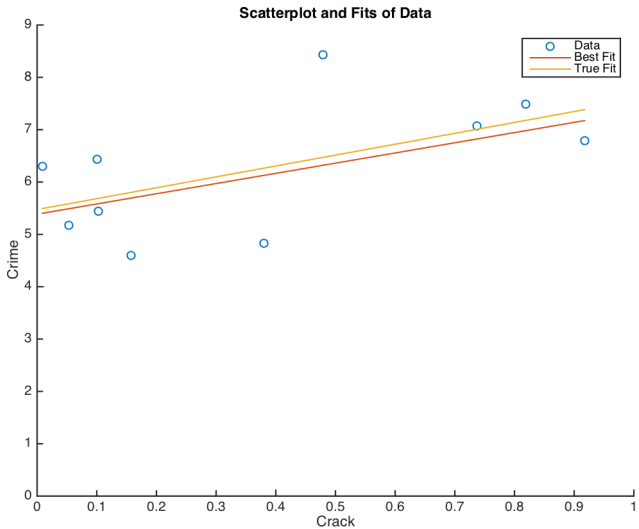
## ...NEXT STEP



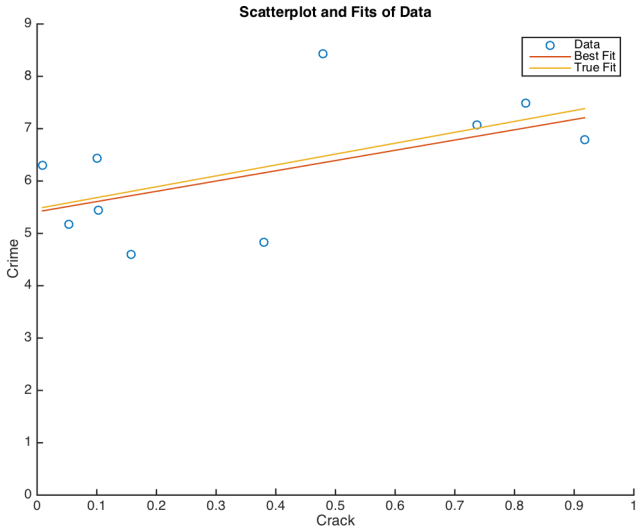
## ...NEXT STEP



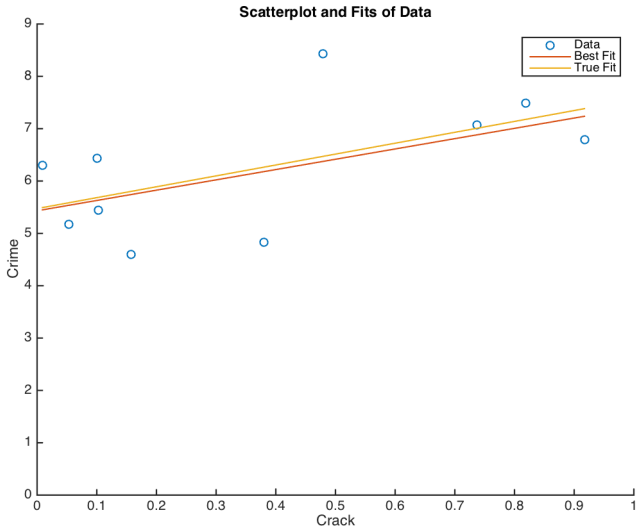
# ...NEXT STEP



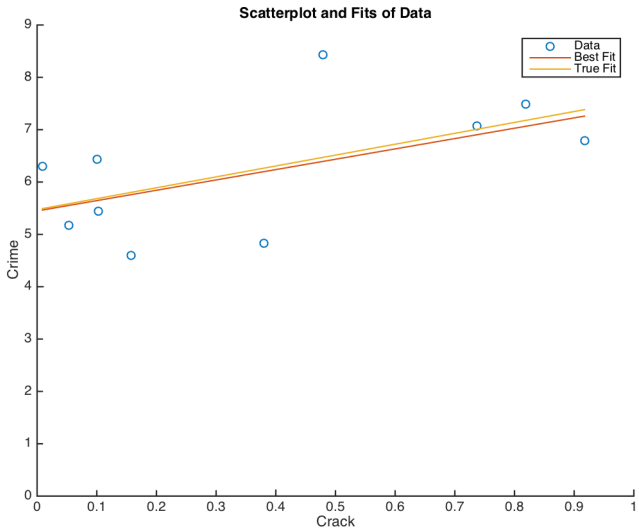
# ...NEXT STEP



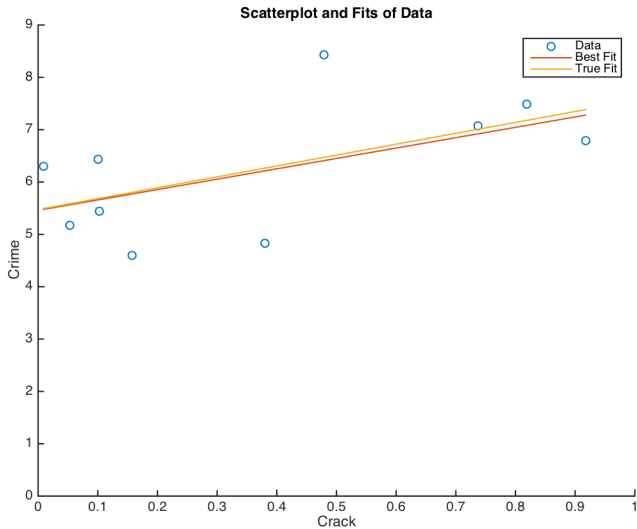
# ...NEXT STEP



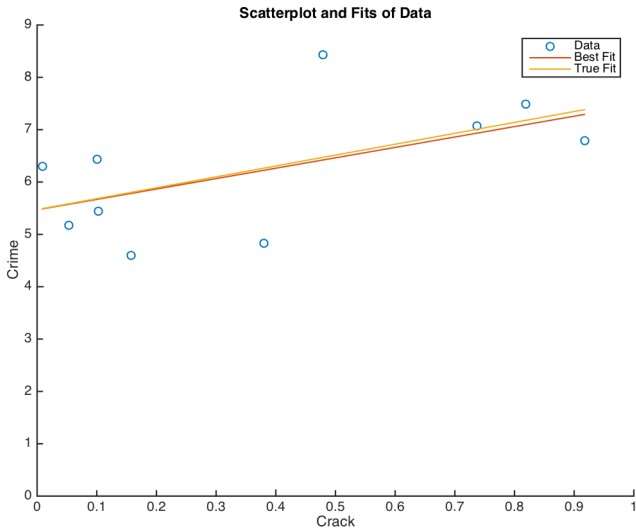
# ...NEXT STEP



## ...NEXT STEP

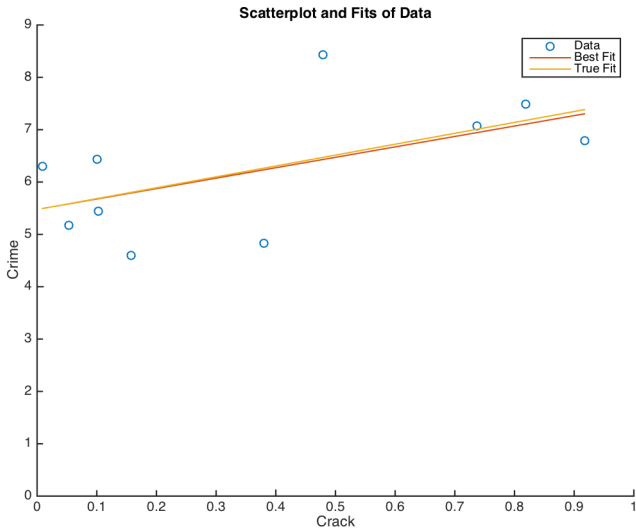


## ...NEXT STEP

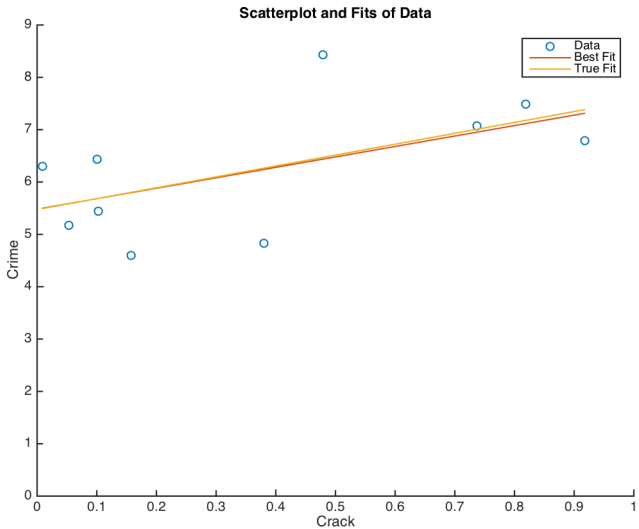




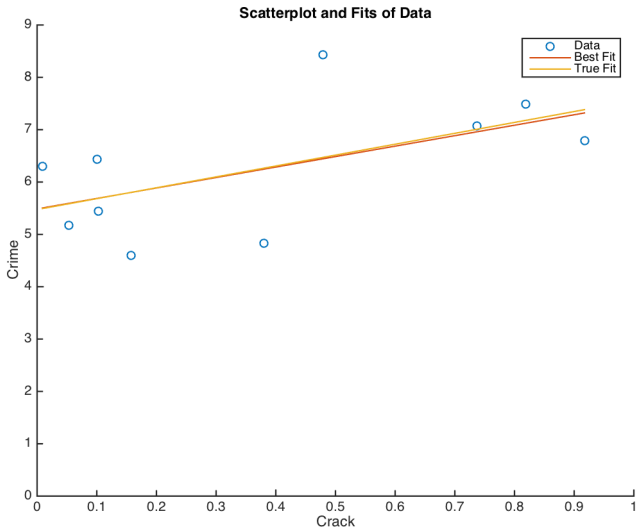
## ...NEXT STEP



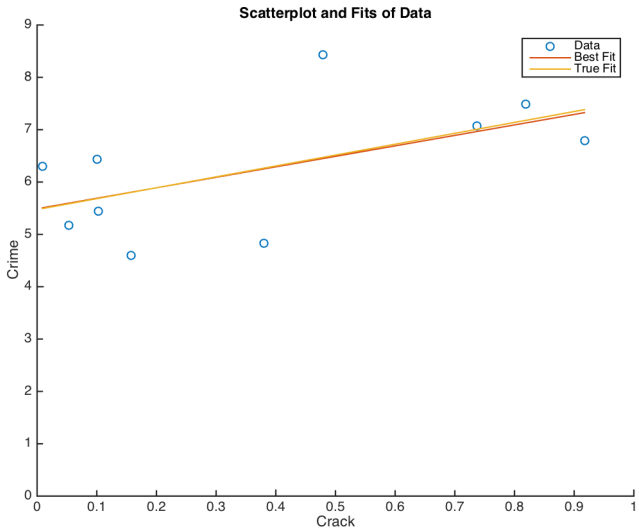
# ...NEXT STEP



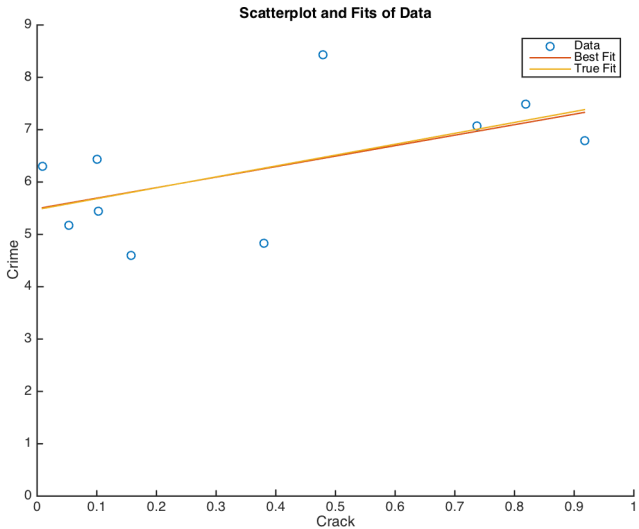
## ...NEXT STEP



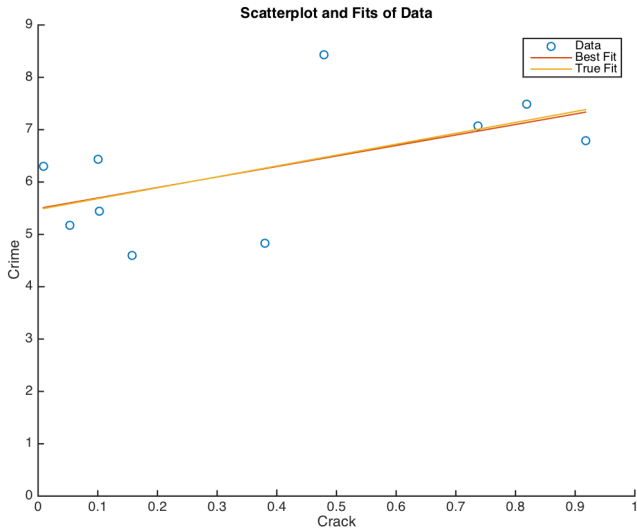
## ...NEXT STEP



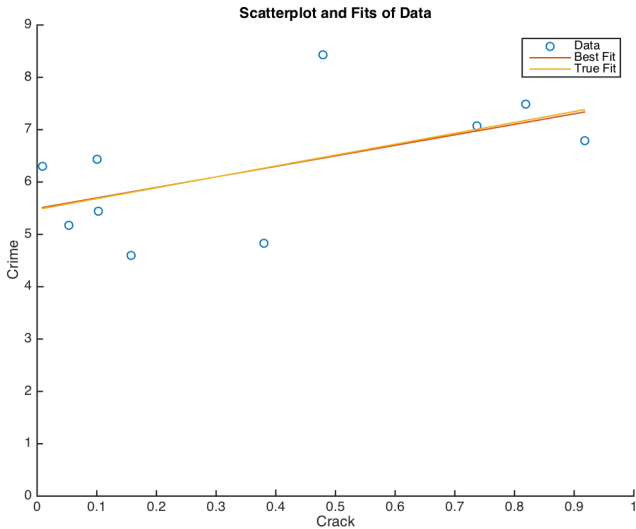
## ...NEXT STEP



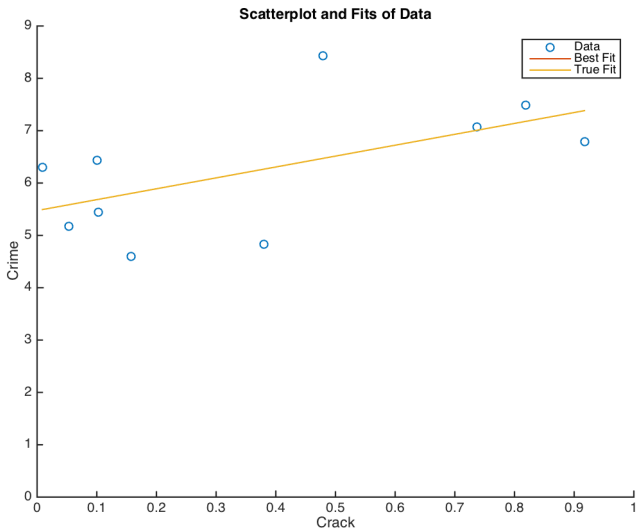
## ...NEXT STEP



# 28TH STEP...



# LAST STEP!



Note: took about 863 steps to get both gradients to  $< 10^{-10}$ .